CLAIMS:

1. Method for providing copy-protection services on a storage medium, characterized in that data on the storage medium are encrypted with a key $(E\{L_i,S\},K')$ which depends on a position (L_i) of data in the memory module, and that in each write operation data is written into positions on the storage medium that are chosen at random.

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- 2. Method as claimed in claim 1, characterized in that the data are arranged in blocks having a sector number and during each block write the sector number for the current or next block is randomly chosen from a free block list.
- 3. Method as claimed in claim 1 or 2, characterized in that the data on the storage medium are arranged in blocks, and a block is encrypted with a key which depends on the position of one or more of the blocks.
- 4. Method as claimed in claim 3, characterized in that a block is encrypted with a key dependent on the position of said block.
- 5. Method as claimed in claim 3, characterized a block is encrypted with a key which depends on the position of a previously written block.
- 20 6. Method as claimed in claim 3, characterized in that a block is encrypted with a key which depends on the positions of all of the blocks.
 - 7. Method as claimed in claim 1, characterized in that the storage medium is a removable solid state memory module (C).

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8. System arranged for implementing a method as claimed in claim 1 comprising a controller unit for choosing the locations at random.

HOTHETT THEFT

- 9. Player for playing data from storage media having data prepared according to a method as claimed in claim 1
- Storage medium prepared according to a method as claimed in claim 1
 comprising a controller unit for choosing the locations at random.